



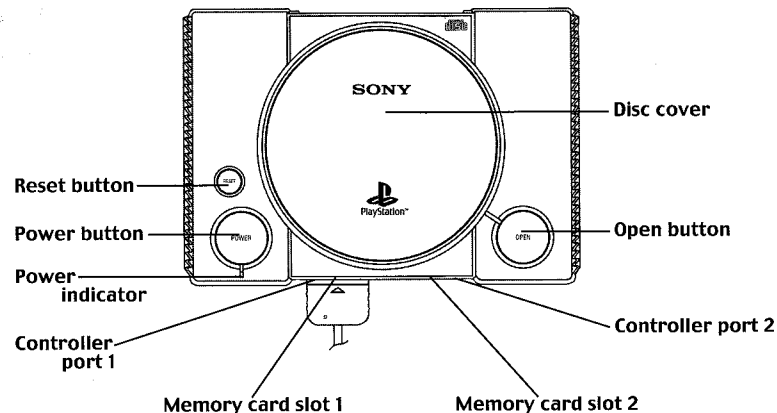
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## SETUP

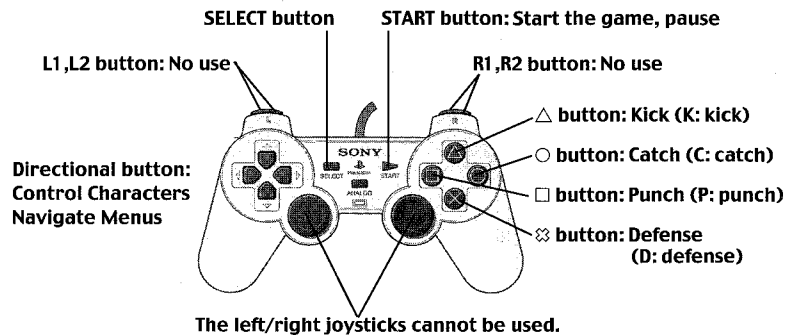
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the PlayStation® power is off before inserting or removing a compact disc. Insert the KENSEI™: Sacred Fist disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Thank you very much for purchasing Konami's KENSEI™: Sacred Fist. Before playing, please read this manual carefully to ensure correct use.



## USING THE CONTROLLER

This section will only cover the basics of controller use. For detailed controller operations, please see the "General Controls" and "Characters" sections.



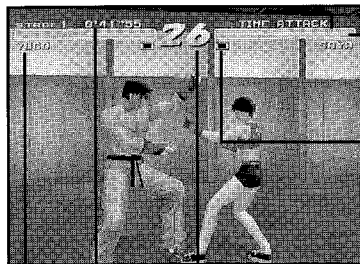
NOTE: Button operations can be changed in the "KEY CONFIGURATION" setting in the Option Mode.

NOTE: Pressing the start and the select buttons together during a game will take you back to the title screen.

## ABOUT THE DUAL SHOCK™ CONTROLLER

The Dual Shock controller will vibrate whether or not the analog switch is ON or OFF. The vibration function can be set to SOFT, HARD or OFF in the "KEY CONFIGURATION" setting in the Option Mode.

## ON-SCREEN INDICATORS



### Power Gauge

The character's power reserve. Reduce the opponent's gauge to 0 in order to win the round.

### Round

The number of rounds needed to win are shown by the number of indicators displayed. An indicator will light up for each round won. When they are all lit, you have won the match.

### Play time

Time elapsed since the start of the game.

### Character name

### Time Remaining

When the counter reaches "0" you are out of time. The player with the highest power reserve wins.

## ABOUT THE PAUSE MENU

Pressing the start button during a game will display the pause menu. Use the Directional Buttons to highlight an option and press the Button to select.

### CANCEL

return to the game.

### COMMAND

displays a complete list of techniques available to your current character.

### SELECT

return to the character selection screen.

### RESET

ends the game and returns to the title screen.

## THE RULES

### GAME STRUCTURE

Launching attacks will enable you to drain the opponent's power reserve. Reducing the gauge to "0" results in a win for that specific round. The player that wins the required number of rounds will win the match.

### TIME LIMIT

There is a time limit on all matches. If the time limit is reached without a KO, the player with the highest power reserve wins.

### CONTINUES

Once the game is over, press the START BUTTON on the Continue Screen to get back into the game without changing characters. It is possible to switch to a new character in the Normal Mode by pressing the select button.

### TIES

Both players will be awarded a round win in the following cases: 1) the time limit has been reached and both players have the same power reserve, and 2) double KO's. If there is a tie in the final round, "game over" will be declared in a VS.CPU battle (Normal Mode). The victory will be awarded to the player who entered the game first in the 2P battle, and the match will end in a tie in Vs. Mode.



## THE OPTION MODE



Adjust various game settings according to the player's preferences.

### GAME OPTIONS

Sets the difficulty level of the game, rules of the match and other options. Highlight an item with the up-down directional buttons, and make changes with the left-right directional buttons.

### KEY CONFIGURATION

Configures the controller (buttons as well as the vibration option). Select an item using the Up and Down Directional Buttons, and make changes with the Left and Right Directional Buttons.

### SCREEN ADJUST

Adjusts the display position of the screen. The select button will return the setting to the original default position.

### MEMORY CARD

Used to save and load options settings and game records. Please select an item with the directional buttons, and press the enter button. Please use the left-right directional buttons to change the settings of the "Auto Save" item.

**<Warning>**

- Only Memory Card Slot 1 can be used.
- Please do not insert or remove the memory card during loading or saving.
- When choosing "Yes" for the "Auto Save", please do not shut down power except from the title screen, or insert/remove the memory card. This may destroy the saved data.

### SOUND OPTIONS

Sets various options related to sound.

### RECORDS

Displays game records and character profiles. Please select an item with the directional buttons, and press the  $\Delta$ ,  $\square$ , or the  $\otimes$  button. Exit with the start button.

## GAMING MODES

### SELECTING MODES

Press the Start Button on the title screen to go to the Mode Select Screen. Select the Mode by using the Up and Down Directional Buttons, and enter your selection with the  $\Delta$ ,  $\square$ ,  $\otimes$ , or  $\circ$  button.

### SELECTING CHARACTERS

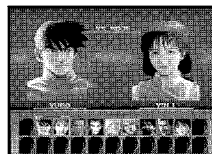
Select a character using the directional buttons, and enter your selection with the  $\Delta$ ,  $\square$ ,  $\otimes$ , or  $\circ$  button. Pressing the  $\Delta$  or the  $\square$  button to select the character will use the primary color scheme for each character, the  $\otimes$  or the  $\circ$  button will use the secondary color scheme.

### NORMAL MODE (1 P/2P)

This mode allows you to fight against the CPU; there is no limit on the number of 'continues'. Pressing the start button on the second controller during a game will allow another player to challenge Player 1. Once the match is over, the winner will return to the vs. CPU battle.

### TIME ATTACK MODE (1 PLAYER)

In this mode, the objective is to finish the game against the CPU in the shortest time possible. It is not possible to change the difficulty level, time limit, or the number of required rounds. Continues are allowed at the conclusion of a game, but you cannot change characters. Player 2 cannot challenge in this mode.





### VS. MODE (2PLAYERS)

This is a player 1 vs. player 2 battle mode. The character selection screen will be displayed once the match is over. Pressing the Start Button while on the character selection screen will allow you to see the record of past matches.



### TRAINING MODE (1 PLAYER)

Practice your different fighting techniques in this mode. Please select your character and an opponent character. Pressing the start button will display the Menu.



### WATCH MODE

You can watch two CPU controlled characters fighting against each other in this mode. You can select the character you want to watch.



### SURVIVAL MODE (1 PLAYER)

This mode allows you to pit your strength against the CPU by defeating as many opponents as possible before your power gauge reaches zero. You will recover a set amount of power each time you defeat the CPU. The game will be over when you lose a round. Continues are not allowed. It is not possible to change the difficulty level, time limit, or the number of required rounds. Player 2 cannot challenge in this mode.

## GENERAL CONTROLS

Use the Directional Buttons and other buttons in combination to perform different moves.

### BASIC MOVEMENTS

Forward	⇒
Backward	⇐
Downstage (Away from the screen)	↑
Upstage (Towards the screen)	↓

### SPECIAL MOVEMENTS

Forward dash	⇒⇒
Backward dash	⇐⇐
Downstage dash	↑(while moving downstage)
Upstage dash	↓(while moving upstage)
Run	⇒⇒⇒

### NOTES

- The directional buttons should be pressed briefly for the (⇒), and kept held down for the (⇒⇒).
- Press the buttons in the order indicated for notations such as "PK".
- Press the buttons simultaneously for notations such as "P+K".
- All notations assume that the character is facing to the right. They should be reversed for left-facing characters.
- In all notations, the "P"unch corresponds to the □ button, the "K"ick to the △, the "D"efense to the ✕, and the "C"atch to the ○. (Default Button Configuration.)

## OFFENSIVE AND DEFENSIVE MOVES

1. P button (punch)
2. K button (kick)
3. C button (catch)



## RUNNING ATTACKS

P button  
during a run:  
Jump kick  
(upper range attack)



K button  
during a run:  
Sliding  
(low range attack)



## STEPPING ATTACKS

It is possible to step on a downed opponent by moving in close to them and pressing the Directional Button towards them.



## DOWN ATTACKS

These can only be used when the opponent is down.

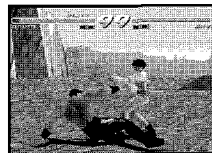


## RECOVERING FROM A KNOCKDOWN

Stand up	Stands up directly from the downed spot. The fastest way to get up. (↑)
Roll towards enemy	(Directional Button towards opponent)
Roll away from enemy	(Directional Button away from opponent)
Downstage Side-roll	Rolls sideways away from the screen. (D button)
Upstage Side-roll	Rolls sideways towards the screen. (C button)
You can move into forward/backward roll or a rising attack from the side-rolls.	
Rising mid-range attack	Executes a mid-range attack while rising. (P button)
Rising low-range attack	Executes a low-range attack while rising. (K button)

## CATCH "C" (● Button)

This type of attack involves catching an opponents attack, and takes the form of a throw most of the time. It is necessary to come within a close range of the opponent and expose your character to possible attacks in order to successfully launch a Catch move. Despite these disadvantages, the Catch move is effective against opponents in defensive stances, and when pulled off, can inflict heavy damage. There are different Catch moves for each character.



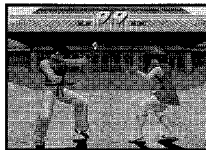
## DEFENSE "D" (× button)

What is the Defense button?

Engaging the Defense button at a critical point in the defensive maneuver can give you enough of an edge to move into a stronger position.

A moment before making moves, you can make other actions with the use of directional buttons:

- If the D button is pressed, you can avoid or block enemy attacks damages.
- If D button and ↓ are pressed, you can avoid or block a low attack.



## BREAKING A FALL

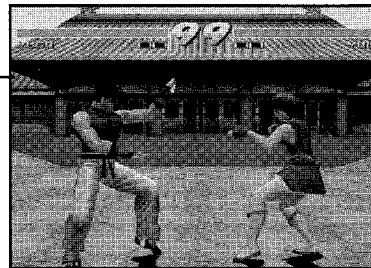
Press the appropriate command as you hit the ground in order to break the fall and get back on your feet quickly. However, depending on the amount of damage sustained and the use of certain throws, breaking a fall is not an option.



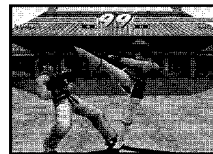
P button (□ button)	Gets up while moving away from the opponent.
K button (△ button)	Gets up towards the back of the screen
D button (× button)	Gets up to towards the front of the screen.
C button (○ button)	Stands up on immediately.

# SPECIAL DEFENSIVE CONTROLS

## USING THE DEFENSE BUTTON



## BREAKING A FALL



## EVADING



## COUNTERING



# CHARACTERS

## YUGO SANGUNJI

He was forced into fighting his twin brother as a result of their parents' disagreement over training methodologies. Now, Yugo finds himself leaving home and embarking on a journey in a bid to test his own strength.

Place of Birth Japan  
Age 18  
Blood Type O  
Height 178cm  
Weight 75kg  
Style Karate  
Occupation None  
Hobbies Naps, fishing.  
Likes The great out doors.  
Dislikes His father's training regimen.



Technique name	Commands
White Tiger	⇒⇒P
Lightning Smash	PP⇒K
Karate Kick Combo	⇐PKK
Hatchett Kick	⇐KK
Stream Axle	⇒KKP
Back Spin Kick	⇐⇐K

## HONG YULI

Became curious about the true art of Drunken Fist Fighting while training under a Drunken Kung Fu master called Su Tzing Tao. Yuli is determined to prove herself as a first-class Drunken Kung Fu artist.

Place of Birth China  
Age 17  
Blood Type B  
Height 170cm  
Weight 49kg  
Style Drunken Fist  
Occupation Girl from a nice family  
Hobbies Collecting foreign coins, taking walks  
Likes Freedom  
Dislikes Family traditions



Technique name	Commands
Drunk Dancing Combo	PPPK
Fairy Flick Combo	⇒PPPK
Twist Arrow	⇒⇒P
Dancing Viper	(facing away from the opponent) PPPP
Riot Cask	⇐ PPP
Red Scissors	⇒⇒K



## DOUGLAS ANDERSON

He has spent years trying to hunt down a global crime syndicate. After a major breakthrough in the case, his partner Jim was gunned down in cold blood. Douglas is looking for a little payback...

Place of Birth    America  
Age                45  
Blood Type       AB  
Height            190cm  
Weight            90kg  
Style              Jeet Kune Do  
Occupation       Narcotics  
                      officer  
                      (government  
                      agent)  
Hobby             Looking good  
Likes              Japanese  
                      culture  
Dislikes           Crime



Technique name	Commands
Super Great Combo	PPPP
Pretty Attack	⇐PK
Sexy Attack	⇒PPPK
Marvelous Mischief	⇐KPP
Back Hand Catch	⇐⇐P
Foot Stomp	K (With opponent on ground)

## ALLEN

Parentless since infancy, and raised in an orphanage. His Muay Thai expertise was acquired to defend himself against a dangerous and pitiless world. He fights only for survival, one day at a time.

Place of Birth    Asia?  
Age                23  
Blood Type       ?  
Height            178cm  
Weight            55kg  
Style              Muay Thai  
Occupation       An underground  
                      Muay Thai  
                      fighter  
Hobby             Destruction  
Likes              Solitude  
Dislikes           Legit society

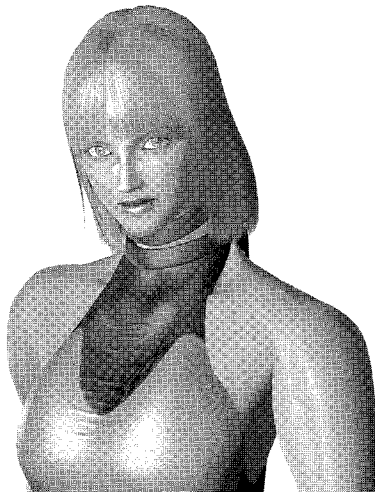


Technique name	Commands
Elbow Rush	⇒PPPP
Double Knee Combo	↘Lower right (arrow) KK
Heel Kick Combo	⇐KKK
Triple Back Spin Elbow	⇐PPP
Leg Cannon	⇒⇒K
Heel Kick	↘+K

## ANN GRIFFITH

Loves amateur wrestling, and plans to expand public interest in amateur wrestling by staging a street fight event.

Place of Birth Great Britain  
 Age 17  
 Blood Type O  
 Height 168cm  
 Weight 56kg  
 Combat Style Amateur wrestling  
 Occupation Student at Bristol Academy  
 Hobby Combat sports  
 Likes Motorcycles  
 Dislikes Exams

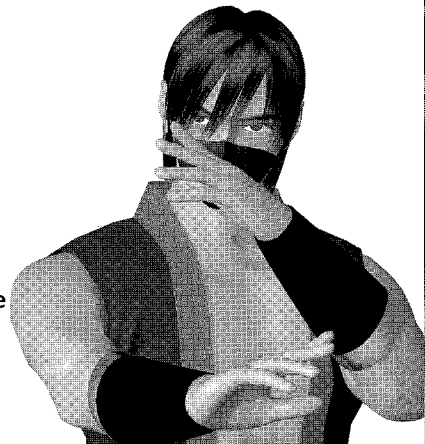


Technique name	Commands
Combo Elbow Kick	PPPK
5 Slaps	⇐PPPPP
Dash Elbow	⇒P+K
Knee Bazooka	⇒↓↘ P+K
Tackle	↘↘ P+K
Soccer Ball Kick	↘K

## HYOMA TSUKIKAGE

Left as an infant at Oomiwa Temple, along with his older sister Fuune, by their parents who subsequently disappeared. Hyoma has been in training at the Temple since that day. But one day, he comes across a clue to his parents' possible whereabouts and decides to search for them.

Place of Birth Japan  
 Age 17  
 Blood Type A  
 Height 173cm  
 Weight 69kg  
 Style Ninjutsu  
 Occupation High school student  
 Hobby Listening to classical music  
 Likes His sister Fuune  
 Dislikes Noisy places



Technique name	Commands
Imperial Combo	PPPP
Moon Cutter	↖ K
Tornado Kicks	KKK
Comet Elbow	⇒PP
Tengu Storm	↓KKK
Meteorite Impact	↘K (When opponent is on ground)

## HEINZ STREIT

Was born into a family of known aristocratic ancestry but quickly grew tired of his wealthy and pampered life. Now spends his days picking and joining fights; enjoys the status of the black sheep of the family.

Place of Birth Germany  
Age 24  
Blood Type B  
Height 177cm  
Weight 67kg  
Style Pit Fighting  
Occupation Unemployed (mercenary)  
  
Hobby Fights  
Likes Weiner schnitzel  
  
Dislikes Home (relatives), people



Technique name	Commands
Back Shot Combo	PPPP
Rush Uppercut	⇒PPP
Rush Kick	⇒KKK
Body Blow	↓↘⇒P
Middle Kick Uppercut	P+KP
Finishing Fist	↘P

## DAVID HUMAN

A popular pro wrestler, he hears rumors that his friend and rival Mark has joined forces with an underground organization, and decides to find out the truth.

Place of Birth America  
Age 29  
Blood Type A  
Height 185cm  
Weight 102kg  
Style Professional wrestling  
  
Profession Pro Wrestler  
Hobby Developing cool techniques  
  
Likes The sound of fans cheering  
  
Dislikes Weaklings



Technique name	Commands
Double Chop	⇒P
Side Step Tackle	↑↑C
Texas Rush	PPPP
Slip Kick	↘K (moves to a lying stance)
Ground Catch	C (from a lying stance)
Elbow Drop	↑P

## SAYA TSUBAKI

Has a father who walked out five years ago, and a family who avoids answering her questions about him. Tired of the evasions, she decides to search for him herself, despite her grandfather's attempts to stop her.

Place of birth Japan  
Age 16  
Blood Type O  
Height 158cm  
Weight 45kg  
Combat Style Kenpo  
Occupation Second year student at the private Kogugakuen High School

Hobby Watching sporting events (especially Pro Baseball)

Likes Grandpa, scary stories, and festivals

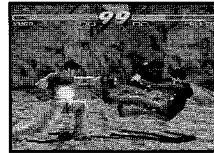
Dislikes Homework



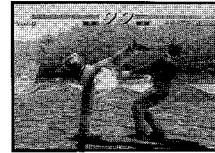
Technique name	Commands
Gull Levitation	PPKK
Phoenix Kick	PKK
Heron Dance	↑PKKPP
Big Bird Kick	KKKKKKKKKK
Hawk Claw Attack	⇒P+K
Foot Stomp	K (When opponent is on ground)

## ADVANCED TECHNIQUES

### YUGO



**Perfect Circle**  
P during Savaki



**Lightning Counter Kick**  
Evade low-range attack; middle K



**Counter Jump Kick**  
Jump and evade low-range attack; middle K

### Savaki

Break an upper right-hand attack with ⇒D

### YULI



**Invisible Turn**  
C during a Reversal Back Roll



**Grappling Venom Kick**  
(while down on her back) direction of head+P



**Setdown**  
(during a stomach-clutch) ↓P

### Pommel Kick Lie Down

↓KP or ↓KKP or ↓KKKP

## DOUGLAS



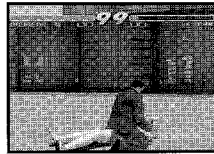
**Bitter Catch**

C



**The Face Punch**

add commands KDCK



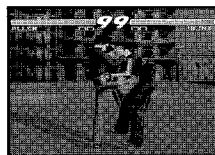
**The Mount**

add commands  
P+K

**The Arm Break**

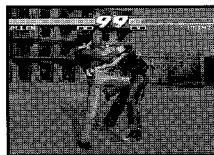
add command C

## ALLEN



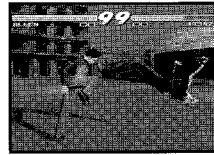
**Neck Hold Knee Kick 1**

C



**Neck Hold Knee Kick 2**

add commands ↑↓P+K



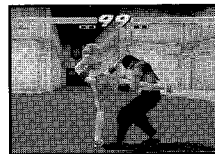
**Neck Hold Knee Kick 3**

add commands  
P+K+D

**Counter Thrust**

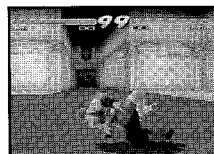
⇐C

## ANN



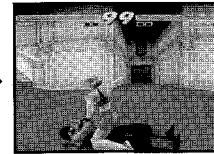
**Middle Kick**

P+K



**Switch to Mount**

add commands P



**Mount Punch**

add commands P

**Galactica Phantom**

P+K during a run

## HYOMA



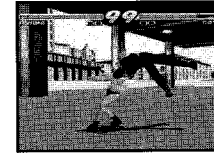
**Ice Fang**

P+K  
(Stance Change)



**Ninja Blade Combo**

PPPPPP from  
Ice Fang stance



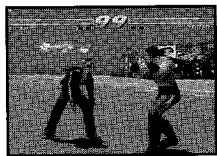
**Celestial Demon**

C from Ice Fang stance

**Triple Thunder Combo**

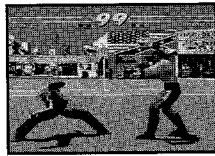
⇒KKK

## HEINZ



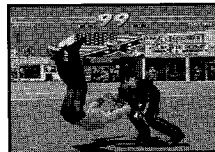
**Come on Baby!**

⇐C



**Final Smite**

⇒P+K



**One Hand Throw**

P while landing a  
Body Blow

**Foot**

↓P+K+C during a hand throw

## DAVID



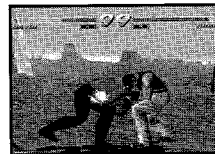
**Leg Scissors**

↓↓C



**Squatting Escape**

D (in response to  
specific techniques)



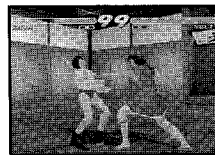
**Damaging Tackle**

P during a  
Squatting Escape

**Ground Stance**

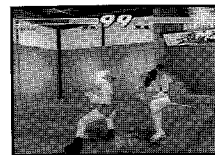
↓P while down on his back

## SAYA



**Big Bird Wing**

While arching back:  
P to launch Big Bird Wing



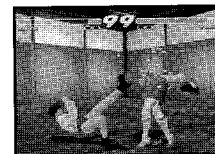
**Eagle Wing**

↓⇨⇩ P



**Big Bird Claw**

During damage to the stomach:  
K to launch Big Bird Claw



**Bulbul Wing**

↓⇨⇩ P

**Provoke**

P+K+C